



Adventure Comics

presents

50¢

ALL NEW!

NO. 483

JULY

APPROVED
BY THE
COMICS
CODE
AUTHORITY

THE
COMIC
YOU
CREATE!

DIAL "H" FOR HERO

I WANT THESE
NEW SUPER-HEROES
DEAD...

--AND WHAT THE
WILDEBEEST
WANTS, HE GETS!



ECHO



ZEEP



ARIEL



WHITE AND BLACK



MUSIC MASTER



GLADIATOR

MORE
NEW
PAGES
FROM THE
NEW



CATCH MORE FISH, BIGGER FISH...

OR YOUR MONEY BACK!

"Action" Fish Lure Swims By Its Own Power!

ACTION LURE swims, dives, flops like a crippled minnow! Buzzes like a dying insect! Drives pan fish, game fish, salt water fish into a frenzy! Gets savage bites that simply can't pull loose from your hook!

Completely under its own power, ACTION LURE swims and dives like a live hurting minnow, then returns to the surface to dive again and again, even on a slack line! As amazing ACTION LURE dives down deep to where the big ones are lurking, fish see its free swimming action, hear its buzzing sound, and bite savagely utterly without fear or hesitation!

**Swims & dives to 15 feet!
No tugging; no pulling!**

ACTION LURE swims by itself without being pulled. It swims various depths down to 15 feet for up to one hour or more, with a slow, erratic minnow motion that no fresh or salt water fish can resist, all the time sending out its enticing buzzing insect sound to attract fish from yards away!

Yes, ACTION LURE hauls in trophy size big mouthed bass, small mouthed bass, pike, pickerel, perch, walleye, dogfish, catfish, trout, and every other conceivable type of pan fish, game fish, and salt water fish! Eye-popping catches are reported from every section of the country, so we say "Prove it to yourself!" Use ACTION LURE for a full month, see for yourself how you catch more fish, bigger fish, how your friends insist on learning your amazing fishing secret.

Works like magic even when other lures and bait fail completely!

You'll haul in limit catches when others aren't even getting a nibble, in lakes, streams, rivers, oceans, wherever you fish! Just picture your self-propelled ACTION LURE slashing through the water in brilliant reds, whites & yellows, only 2" long yet carrying enough fuel to cut through the water for as much as one full hour with a single load! Plunging down to fifteen foot depths, rising again to the surface almost once every minute, ACTION LURE plows through the water tirelessly, pulling in the big ones from hundreds of yards around you!

Here's how ACTION LURE works: All you do is snap open the fuel chamber, drop in two pellets of fuel, and close the fuel chamber again. Takes less than 60 seconds; you don't even dirty your hands! And then... simply cast or lower ACTION LURE into fresh or salt water, and get set for the fishing thrill of your life!

ACTION LURE GUARANTEE

ACTION LURE is guaranteed to catch more fish and bigger fish in every kind of water, in every kind of weather. If you are not completely satisfied in every respect, return ACTION LURE within 30 days for complete refund.



Granted U.S. Patent
No. 2,932,916

For perhaps one minute ACTION LURE will float quietly; then, as water reaches the fuel, your lure will seem to shudder for a second, then spring dramatically to "life!" Making the buzzing sound of a dying bee, ACTION LURE will point its nose downward, and begin its first descent! Slowly, jerkily, like a maimed minnow, it will swim noisily downward, buzzing and humming, traveling about nine feet every fifteen seconds! If no fish intercepts it, its descent automatically stops, it slowly raises up its nose and climbs to the surface again!

And again! And again! Tirelessly, hour after hour, far beyond the reach of your own casts! Roaming restlessly over every foot of water beneath you - even on slack line - even when your boat is tied up - even when you're curled upon the dock, sound asleep! And all the while ACTION LURE is swimming and buzzing and driving the fish around you to such a frenzy they practically tear the rod out of your hands!

World's first self-propelled lure!

No wonder this revolutionary ACTION LURE took six full years to develop! Here's what ACTION LURE will do for YOU!...

It frees you forever from the filthy tasks of digging for worms & crawlers, catching frogs, or paying 50c to \$1 for a bucket of minnows that die on you before you can even get them into your boat! It frees you forever from paying \$3, \$4, or even \$5 for those fancy "Dead-as-a-Duck" lures that only work when you throw them!

Tomorrow, for the first time in your life, you'll be weighing down your boat with bass, trout, pike, pickerel, perch... limit catches of pan fish, game fish, fresh and salt water fish, wherever you can drop a line! You'll fish better - novice or pro - sound asleep at the bottom of your boat, than most fishermen sweating and casting till their arms ache from exhaustion!

And you'll have the time of your life, amazing your friends and family with your haul, and seeing your fishermen friend's eyes pop as they watch your incredible self-propelled ACTION LURE at work!

Try one full month at our expense!

You have nothing to lose! Fish with ACTION LURE for one full month entirely at our risk! Cost is only \$3.49. You receive ACTION LURE plus enough fuel to last up to a full year, together with complete instructions. Four "alluring" colors: red, green, orange, yellow. Order all four for only \$11.99; you get four times as much fuel, and you save \$1.95.

ACTION LURE, DEPT. 2026 U.S. P.O. BOX 69383 LOS ANGELES, CA 90069

MAIL NO-RISK COUPON TODAY!

ACTION LURE, DEPT. 2026

U.S. P.O. BOX 69383, LOS ANGELES, CA 90069

Please send me ACTION LURES as checked below; it is clearly understood I must be completely satisfied in every respect or I may return ACTION LURES within 30 days for complete refund.

- ☐ 1 ACTION LURE with full year's supply of fuel, \$3.99; plus 50c postage and handling.
- ☐ 2 ACTION LURES, each a different color, each with a full year's supply of fuel, \$7.50 plus 75c postage and handling. (Save 48c)
- ☐ 4 ACTION LURES, each a different color, each with a full year's supply of fuel, \$12.50 plus \$1.00 postage and handling. (Save \$3.45)

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CHRISTOPHER KING! VICTORIA GRANT! WHEN THESE TWO ORDINARY TEENAGERS FOUND THE MYSTIC DIALS, THEY HAD NO IDEA THAT WHEN THEY DIALED THE LETTERS H-E-R-O, THEY WOULD BE TURNED INTO THE GREATEST SUPER-HEROES OF ALL TIME! NOW, YOU CAN JOIN THEM AND HELP OUR TITANIC TWOSOME...

DIAL "H" FOR HERO

GAMES VILLAINS PLAY!

INSTRUCTIONS FOR PLAY!

A GAME FOR THREE OR MORE TO PLAY.
IDEA OF PLAY:
TO STEAL EVERYTHING YOU CAN BEFORE YOU ARE CAPTURED.
STRATEGY OF PLAY:
TO CAPTURE YOUR OPPONENTS AND PLACE THEM IN AN INESCAPABLE TRAP.
END OF PLAY:
WHEN YOUR OPPONENTS ARE... DEAD!

AND THE GAME BEGINS... NOW!

FAR TO THE SOUTH OF FAIRFAX, ON THE SPRAWLING ESTATE WHICH BELONGS TO REGINALD WARWICK THE THIRD, PRIVATE GUARDS AND GUARD DOGS STAND IN SILENCE WAITING FOR THEIR SECURITY TO BE BREACHED...

THE WAIT IS SHORT AND IT COMES IN THE GUISE OF DARK GRIMSMON SMOKE...

...AND WITH A DEEP, FOREBODING CACKLE OF UNRESTRAINED LAUGHTER!

SEE, MY FRIENDS-- I TOLD YOU THAT FOLLOWING MY EVERY COMMAND WOULD SOON PAY OFF!

BEHOLD-- WARWICK MANOR NOW BELONGS TO -- THE GAMES-MASTER!

GAMES-MASTER WAS CREATED BY Robert A. Buethe, AGE 21, ELMONT, N.Y.

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ONE GUARD LINGERS A MOMENT LONGER, STRETCHING A TREMBLING HAND TOWARD THE SECURITY ALARM. AND SECONDS LATER, IN THE FAIRFAX POLICE HEADQUARTERS...

DETECTIVE KING...THERE'S BEEN A BREAK-IN AT THE WARWICK ESTATE!

THEN WHAT ARE WE WAITING FOR, FARRIGUTT? GET SOME MEN AND LET'S GO!



AS THE POLICE TEAR THROUGH THE FAIRFAX STREETS...

AHHH, WHAT I'VE BEEN WAITING FOR THESE PAST WEEKS--IT'S MAGNIFICENT! PICASSO'S "THE GAMES PLAYERS"! WONDERFUL, SIMPLY WONDERFUL!

BUT, GAMES-MASTER, WHAT ABOUT THIS OTHER JUNK? IT'S GOTTA BE WORTH A FORTUNE!



I'VE TOLD YOU BEFORE, BRUNO-- WE TAKE ONLY WHAT I WANT.

GAMES-MASTER--N-NO! DON'T DO IT...PLEASE!!



SORRY, BRUNO, BUT I'M TIRED OF HAVING TO DISCIPLINE YOU!

CHOKE?...GASP... G... GAMES-MASTER... I-I CAN'T BREATHE! CHOKE!

YOU'VE GOT THE GENERAL IDEA, BRUNO, AND UNLIKE THE GUARDS... YOU! WON'T AWAKEN!



WELL WHAT ARE YOU GOONS STARING AT? I'VE GOT WHAT I CAME FOR. LET'S GO!

YESSIR! WHATEVER YOU SAY, GAMES-MASTER!

AH, PETER, I LIKE YOU. YOU'RE A TONNYING LITTLE SNEAKY. YOU'LL DO WELL!



BUT, AS THE GAMES-MASTER RACES OUTSIDE...

ALL RIGHT, MISTER, THAT'S AS FAR AS YOU GO!

AH, WHAT HAVE WE HERE? THE POLICE, PLAYING THE GAME OF COPS AND ROBBERS, EH?





WHILE, WALKING DIRECTLY ACROSS THE STREET...

HUH? THERE'S VICKI... WITH THAT PUNK, CHRIS. THAT CREEP STOLE HER AWAY FROM ME...

ONE OF THESE DAYS... HE'S GONNA GET WHAT'S COMIN' TO HIM. I SWEAR IT!



ANGRILY, BRADFORD MANN STALKS HOME...

I'M BIGGER THAN HIM. TOUGHER... EVEN SMARTER. SO WHAT DOES VICKI SEE IN THAT TWIRP--?

... THAT JUST ABOUT TEARS IT, MARTHA... I'M SICK OF THIS GARBAGE!

YOU'RE SICK? I'M SICK OF YOU--SICK OF EVERYTHING YOU DO!



C'MON, ARE YOU TWO ARGUING AGAIN?

BRAD? THIS IS THE LAST TIME... YOUR MOTHER AND I... WE'VE HAD IT!

I JUST HAD SEPARATION PAPERS DRAWN UP.

WHAT? DAD... YOU'RE JOKING...



THIS HAS NOTHING TO DO WITH YOU, SON... IT'S US. IT WAS US. I'M LEAVING!

NO, DAD... PLEASE. DON'T DO IT. DON'T DO THIS TO ME! PLEASE!



I'M SORRY, HONEY, BUT THIS JUST COULDN'T GO ON ANY MORE THE WAY IT HAS.

IT COULD HAVE, MOM-- IF YOU REALLY LOVED ME-- YOU TWO WOULD STAY TOGETHER!

BUT YOU HATE ME... BOTH OF YOU HATE ME...



...AND I NEVER WANT TO SEE EITHER OF YOU AGAIN!

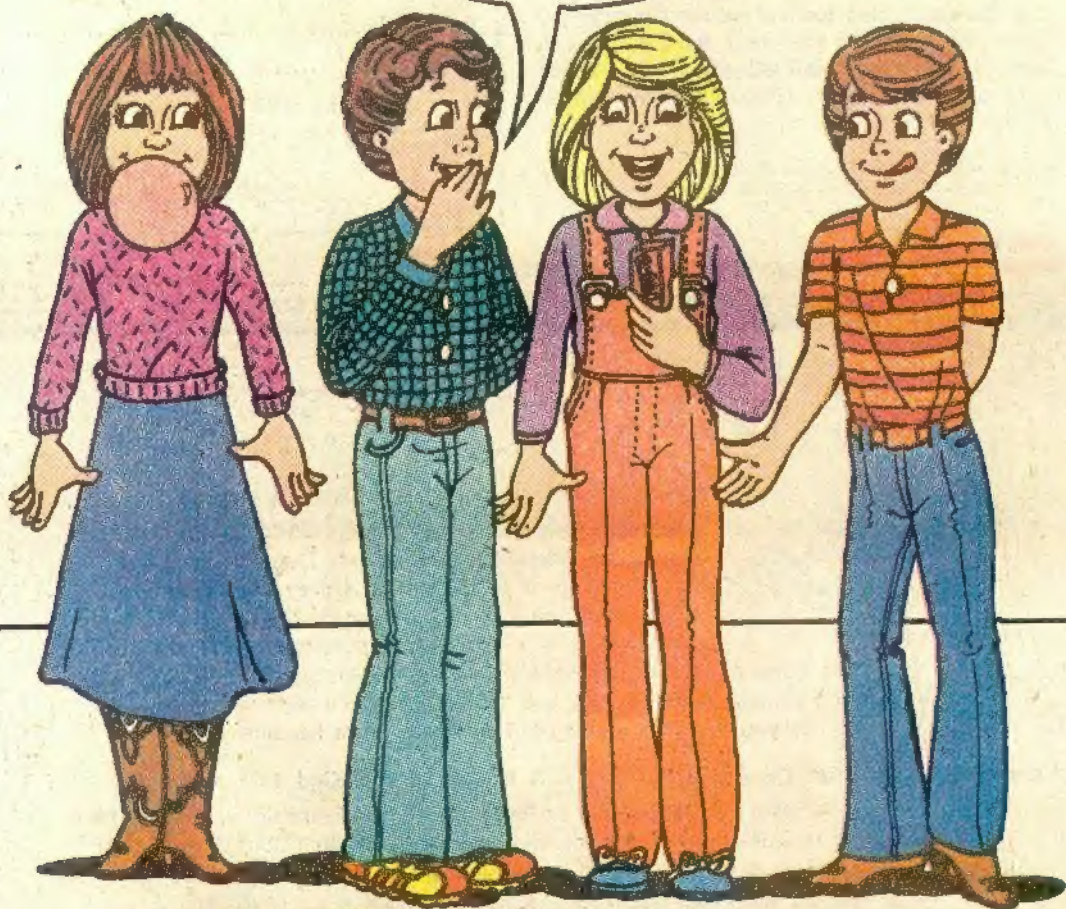
BRAD, DON'T--!



BUT MARTHA MANN'S WORDS ARE LOST TO THE WIND AS FOURTEEN-YEAR-OLD BRADFORD MANN RACES BLINDLY AWAY...

CONTINUED ON 3RD PAGE FOLLOWING

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the flavor lasts a long, long,
looonng time. Pass it on!

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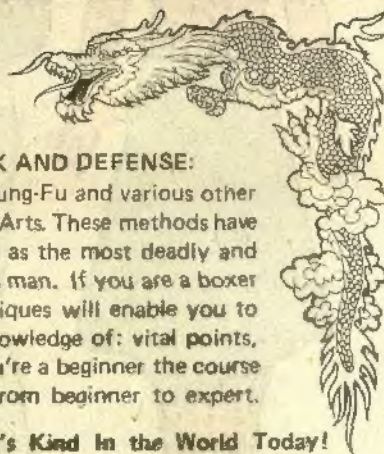
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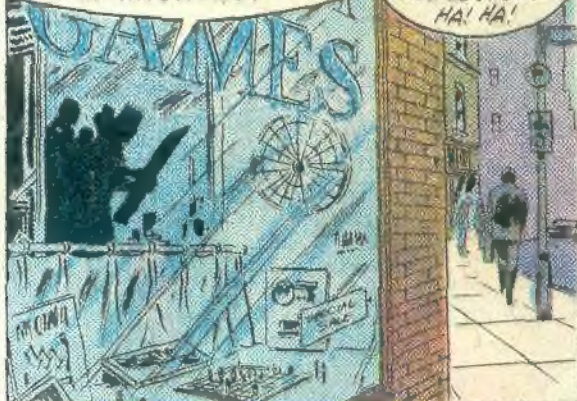
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A SMALL GAMES SHOP IN DOWNTOWN FAIRFAX...

THIS PAINTING, IT'S SO MAGNIFICENT... JUST WHAT I'VE ALWAYS WANTED. AND BEST OF ALL, IT'S WORTH HUNDREDS OF THOUSANDS!

JUST STICK WITH ME, BOYS! WE'LL ALL BE RICH. HA! HA!



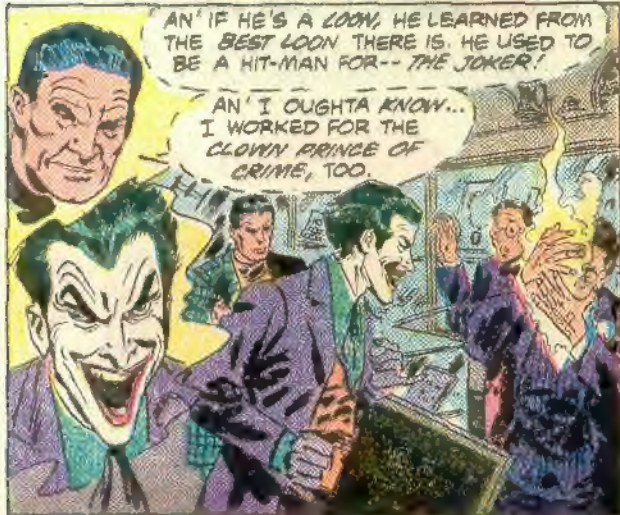
I TELL YA, THE BOSS IS CERTIFIABLE! HE'S NUTS!

MEBBE SO, BUT HE'S GOOD AT WHAT HE DOES... WHATEVER HE/ST HE PLANS-- IT ALWAYS WORKS!



AN' IF HE'S A LOON, HE LEARNED FROM THE BEST LOON THERE IS. HE USED TO BE A HIT-MAN FOR-- THE JOKER!

AN' I OUGHTA KNOW... I WORKED FOR THE CLOWN PRINCE OF CRIME, TOO.



"FINALLY, THE AN' THE BOSS TOOK OFF ON OUR OWN... WE PULLED A BANK JOB... GOT AWAY WITH IT, TOO."



"WE MADE IT BACK TO OUR PLACE, WHERE WE DECIDED TO LAY LOW UNTIL THE HEAT WAS OFF. DAYS LATER, WE WERE PLAYIN' SOME BOARD GAME, PASSIN' THE TIME AWAY..."

"...WHEN THE HEAT CAME BREATHIN' RIGHT DOWN OUR NECKS!"



"YOU GOTTA KNOW, I GROW UP WITH THE BOSS... HE WAS ALWAYS PLAYIN' GAMES... AN' NOW, HE WAS ORIGIN WHILE PLAYIN'. WELL, THAT DIDN'T BOTHER HIM, 'CAUSE..."

IF WE WEREN'T PLAYING THAT GAME WE COULD HAVE GOTTEN AWAY. WELL, NEXT TIME I'LL USE GAMES TO HELP MY CRIMES!

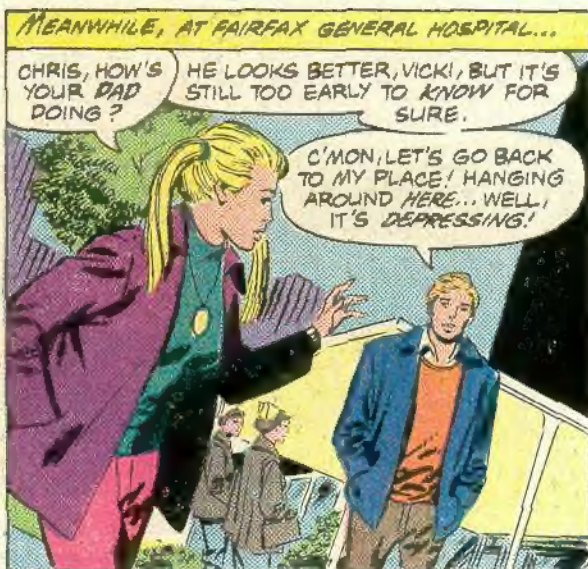
HA! HA! HA! HA!



FROM THIS MOMENT ON, GARY AMES IS DEAD-- AND THE GAMES-MASTER IS BORN!



THAT'S HOW IT BEGAN AND I'VE BEEN WITH THE BOSS EVER SINCE!



ZEEP WAS CREATED BY
Stephen DeStefano AGE 14,
S. OZONE PARK, N.Y.

BUT, ALREADY IN THE
FAIRFAX ART MUSEUM...

LOOK, ALL OF YOU--
'BOGS AND JACKALS'--
THIS, THE FIRST
OF ALL KNOWN
GAME BOARDS...
FROM THE NINTH
EGYPTIAN DYNASTY--
MORE THAN FOUR
THOUSAND YEARS
AGO.

THE BOARD AND
ITS PIECES ARE
ALL SOLID GOLD--
THEY'RE WORTH
MILLIONS!

THAT'S MILLIONS
MORE THAN
YOU'LL BE
GETTING.

WH-WHAT?!!
ANOTHER
OF THOSE
SUPER-HEROES
I'VE HEARD
ABOUT?

MEN--
WASTE
HIM!

YOU CAN CERTAINLY TRY,
BOZO, BUT FIRST YOU
GOTTA HIT ME!

AND PALLY,
THAT'S NEXT
TO IMPOSSIBLE!

H-HE KEEPS
BOUNCIN'! I
CAN'T GET A
BEAD ON 'IM!

IT'S OVER, GAMES-MASTER... AND
YOU'VE LOST!

DON'T BELIEVE IT,
JERK--THE GAME IS
NEVER OVER UNTIL
THE LAST HAND
IS PLAYED!

SO LET'S HAVE A BIG
HAND... FOR MY
SPECIALLY PREPARED
HORSESHOE!

AND, WITH BLINDING SPEED...

SEE WHAT I MEAN,
CREEPO? A RINGER
EVERY TIME!

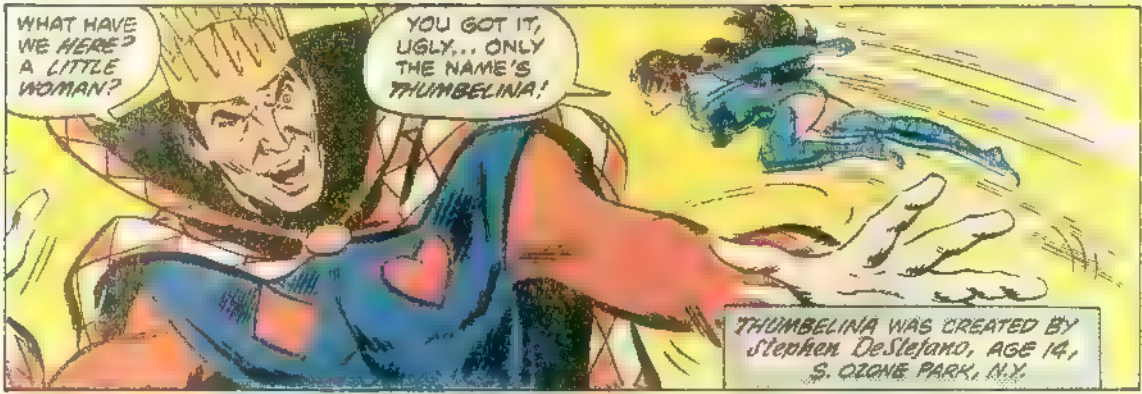
I-T'S
STARTING TO
TIGHTEN... IT'S
CONSTRUCTING
AROUND MY NECK!

I-I'M BEING
STRANGLD!

AND THAT, MY FRIEND,
IS WHAT SEPARATES
THE WINNERS FROM
THE LOSERS...

AU REVOIR...
LOSER!

UH UH, CHECKERS
ZEEP ISN'T GOING
ANYWHERE... YOU
ARE! RIGHT UP
THE RIVER FOR THE
NEXT TEN YEARS!



WHAT HAVE WE HERE? A LITTLE WOMAN?

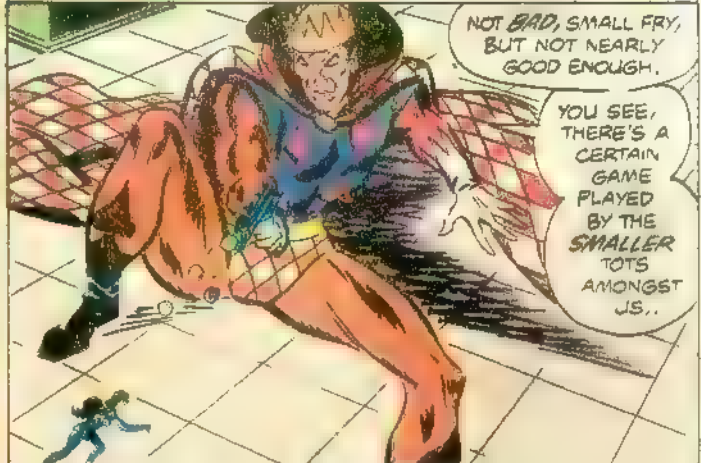
YOU GOT IT, UGLY... ONLY THE NAME'S THUMBELINA!

THUMBELINA WAS CREATED BY
STEPHEN DESJEFANO, AGE 14,
S. OZONE PARK, N.Y.



AND I STILL PACK A FULL-SIZED WALLOP!

UNGHHH!!



NOT BAD, SMALL FRY, BUT NOT NEARLY GOOD ENOUGH.

YOU SEE, THERE'S A CERTAIN GAME PLAYED BY THE SMALLER TOTS AMONGST JS..



...A GAME OF MARBLES! NEVER THOUGHT IT COULD PROVE SO DEADLY, SH?

YE GODS! THOSE MARBLES ARE ALMOST AS LARGE AS I AM. IF ONE OF THEM HITS ME...

WELL, JUST HAVE TO MAKE SURE THEY DON'T!



ONLY CHANCE... HAVE TO USE EACH MARBLE LIKE A STEPPING STONE... MOVE WITH THEIR SPINNING ACTION INSTEAD OF AGAINST IT!

MAN, NOW I KNOW WHAT LOG-ROLLING FEELS LIKE! IT'S A HECKUVA LOT HARDER THAN IT LOOKS.

AND IT LOOKS IMPOSSIBLE!

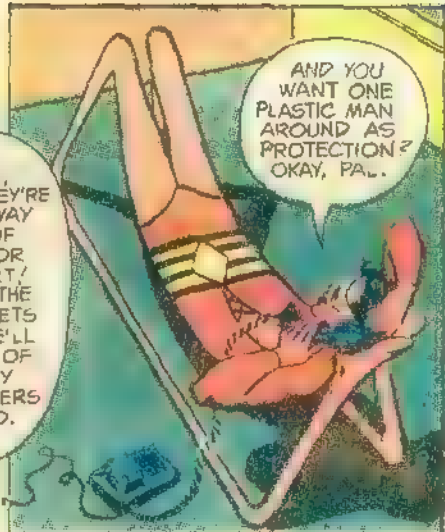
PLASTIC MAN™

IN GOLD FOR DESSERT

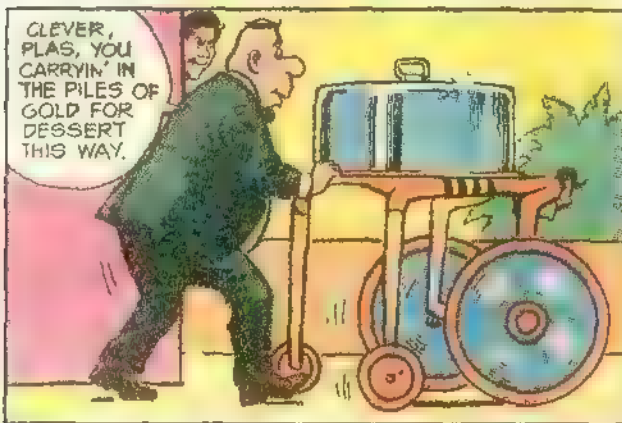


WOOZY WINKS IS A WAITER AT THE GLITTERING GOTTRUX BALL.

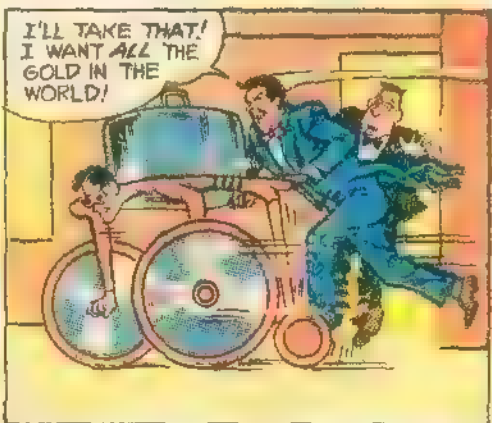
YEAH, PLAS, THEY'RE GIVING AWAY PILES OF GOLD FOR DESSERT! SOON'S THE WORD GETS OUT, THERE'LL BE LOTS OF GREEDY CHARACTERS AROUND.



AND YOU WANT ONE PLASTIC MAN AROUND AS PROTECTION? OKAY, PAL.



CLEVER, PLAS, YOU CARRYIN' IN THE PILES OF GOLD FOR DESSERT THIS WAY.



I'LL TAKE THAT! I WANT ALL THE GOLD IN THE WORLD!

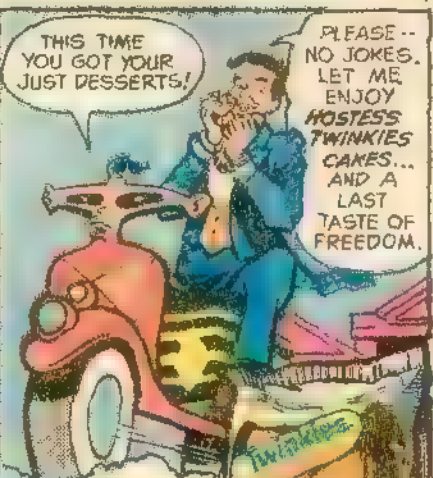


WRONG!

HUH? HOSTESS TWINKIES CAKES.



GOLDEN SPONGE CAKE! CREAMED FILLING! WHAT TREASURE!!



THIS TIME YOU GOT YOUR JUST DESSERTS!

PLEASE-- NO JOKES. LET ME ENJOY HOSTESS TWINKIES CAKES... AND A LAST TASTE OF FREEDOM.

YOU GET A BIG DELIGHT IN EVERY BITE OF HOSTESS TWINKIES CAKES





I MADE IT!... AND I STILL DON'T BELIEVE

CAN'T BREATHE... HELP ME!

HOLD ON, PAL. I'M HERE!



LET'S GET OUT OF HERE WHILE THEY'RE BUSY.

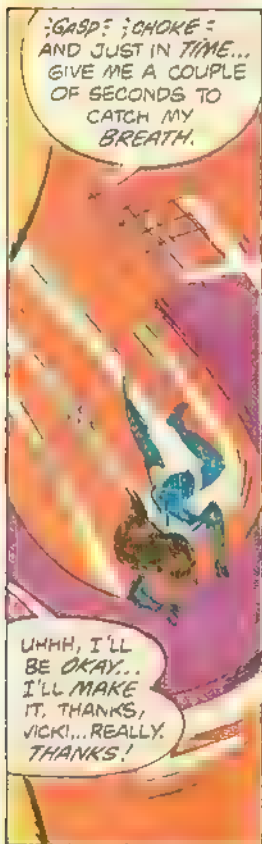
REMEMBER WHAT THEY SAY...

HE WHO FIGHTS AND RUNS AWAY LIVES TO PLAY ANOTHER DAY.



WE'RE GETTING IT, CHRIS. EVEN THOUGH I'M SMALL, I STILL HAVE MY FULL-SIZED STRENGTH... IT'S COMING... COMING.

HURRY! MY THROAT... CAN'T BREATHE AT ALL... ;CHOKE: ;CHOKE:



;GASP: ;CHOKE: AND JUST IN TIME... GIVE ME A COUPLE OF SECONDS TO CATCH MY BREATH.

UMMM, I'LL BE OKAY... I'LL MAKE IT, THANKS, VICKI... REALLY, THANKS!



AND THAT'S ABOUT ALL I CAN TAKE... I'M DIALING O-R-E-H TO BECOME CHRIS AGAIN.

THIS IS TOO DANGEROUS... AND WE'RE TOO YOUNG TO PLAY THIS GAME

EVEN MY FATHER WHO KNOWS WHAT HE'S DOING-- WAS HURT



AND, MOMENTS AFTER, AS VICKI GRANT SPINS HER POWER-DIAL...

LOOK WE'RE BOTH ONLY FOURTEEN. WE SHOULD BE WORRIED ABOUT SCHOOL, ABOUT GROWING UP.. NOT ABOUT SUPER-HEROING.

I'M GIVING THIS UP... UNTIL I'M OLDER!



BUT...WHAT ABOUT THE GAMES-MASTER? WHAT ABOUT WHAT HE DID?

HE'S GOING TO BE MY LAST CASE, VICKI. AFTER I STOP THE GAMES-MASTER...

...I'M PUTTING AWAY MY POWER-DIAL. FOR GOOD!

FOR MORE THAN A WEEK CHRIS KING AND VICKI GRANT DOB THE GAMES-MASTER'S TAIL...

LIGHTMASTER WAS CREATED BY Jeffrey Johnson, AGE 13, NEWBEAN, TN.

MATTER GIRL WAS CREATED BY Perry Rhoads, AGE 11, SILSBEE, TX.

MOLECULE MAN WAS CREATED BY David Harris, AGE 11, AMERICUS, GA.

THARRA STAR WAS CREATED BY Jeanette Fuller, AGE 14, LAKE CITY, GA.

AND FOR MORE THAN A WEEK, THEY LOSE EACH BATTLE, FAIL AT EVERY TURN...

UNTIL... I DON'T GET THIS, BOSS WHY ARE WE ROBBIN' THIS SAFE? THERE AINT NO MONEY IN HERE, BECAUSE, YOU TWIT, THIS OFFICE BELONGS TO THE ACME GAMES COMPANY... AND INSIDE THIS SAFE ARE THE PLANS FOR THEIR NEXT YEAR'S WORTH OF COMPUTER GAMES...

PLANS THEIR RIVALS WOULD PAY PLENTY FOR!

ONLY IF YOU CAN SELL EM GAMEY... AND THAT'S ONE VERY BIG 'IF'!

WHA--?

MORE OF THEM SUPER-HEROES!

SO THEY ARE! WELL, I'M PREPARED... I'M SURE YOU TWO WILL BE CHECKMATED!

GET BACK, PA! THIS S FOR ME!



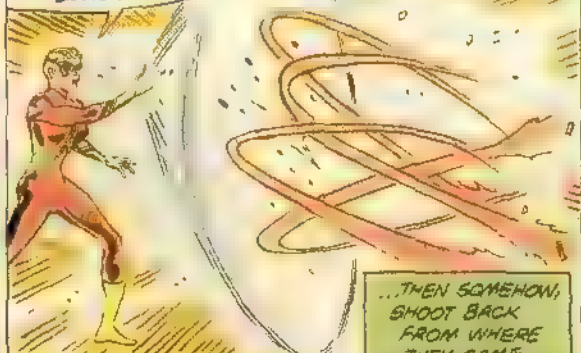
LASER BEAMS--? EASILY HANDLED, WHEN YOU'VE GOT THE ENERGY-REPELLING POWERS OF ECHO!

WAVES OF AMPLIFIED ENERGY OSCILLATES INTO ECHO'S POWER FUNNEL.

UTTERLY DESTROYING THE DEADLY CHESS-LIKE WEAPON!

...THEN SOMEONE, SHOOT BACK FROM WHERE THEY CAME...

ECHO WAS CREATED BY Jeffrey Albrecht, AGE 23, ROCHESTER, N.Y.



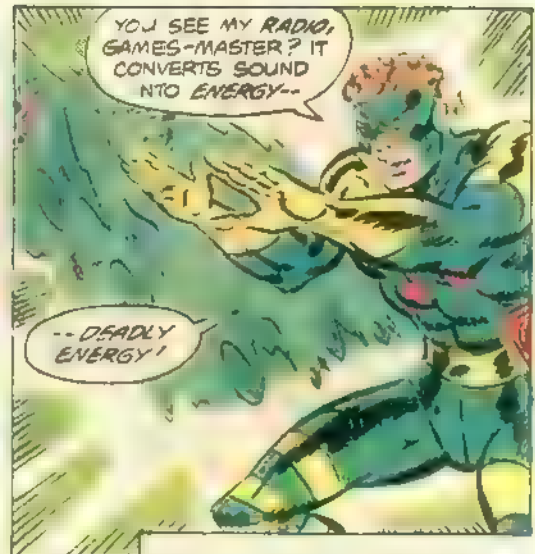


VERY GOOD COUNTER-MOVE, GIRL. BUT I'VE STILL MORE GAMES TO PLAY!

HOW ABOUT SOME RAZOR-SHARP CHECKERS. WHERE KISSING MY OPPONENT MEANS THAT HE LOSES HIS CROWN!

MUSIC MASTER WAS CREATED BY David Austin Hunt, AGE 13, HIGH POINT, N.C.

YOU HAD YOUR FUN, ECHO. NOW LET MUSIC MASTER HAVE HIS



YOU SEE MY RADIO, GAMES-MASTER? IT CONVERTS SOUND INTO ENERGY--

-- DEADLY ENERGY!



ENERGY ENOUGH TO DESTROY YOUR WEAPONS...



AND ENOUGH TO DESTROY YOU IF I WANTED TO



BUT YOU HADN'T, WILL YOU? YOU'LL LET THE POLICE HANDLE THIS!

LEAVE ME ALONE, ECHO. I WANT TO DO THIS...WANT HIM TO SUFFER FOR WHAT HE D.D.



BUT, SOON WHEN THE POLICE COME...

BUT I CAN'T DO IT I CAN'T HURT HIM EVEN THOUGH I WANT TO.

BUT IT'S OVER. GAMES-MASTER'S CAUGHT. AND I'M QUITTING!

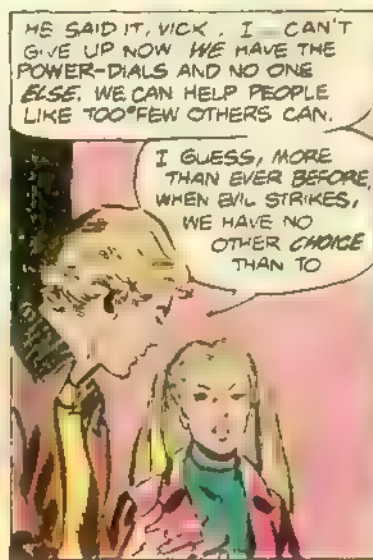
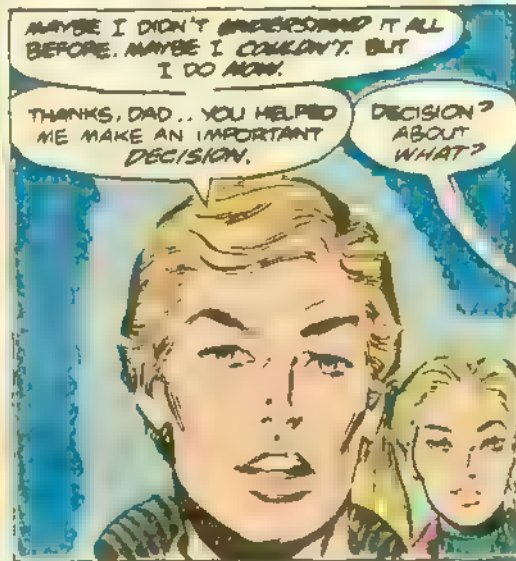
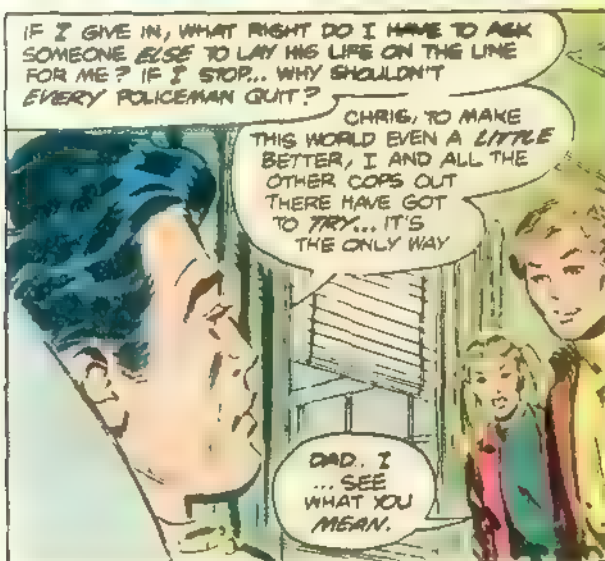
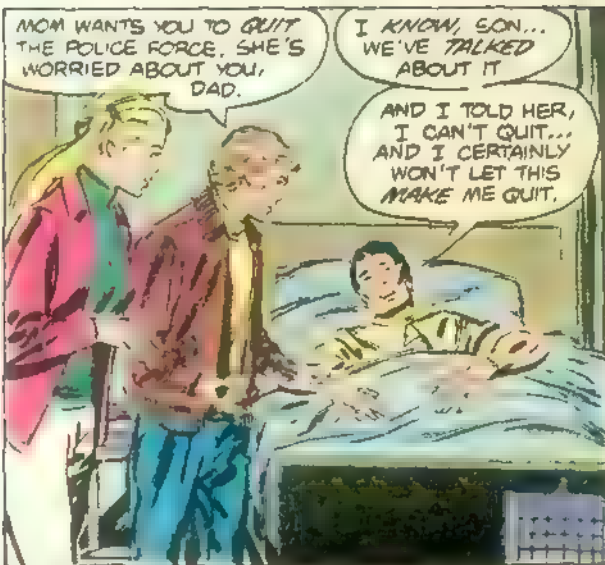


AND LATER THAT DAY, AT FAIRFAX GENERAL HOSPITAL...

DAD YOU'RE AWAKE! HOW ARE YOU?

CHRIS I OK I-I'M OKAY, I GUESS.

BUT I THINK I'M GOING TO FEEL THIS ONE FOR A LONG, LONG TIME.



DIAL "H" FOR LETTERS

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As we go to press on this issue, your comments on our special DIAL "H" FOR HERO preview in *LEGION* #272, and *ADVENTURE* #479 are just beginning to flood the DC offices! Trying to handle them in this space is like trying to stop a tidal wave with a teaspoon, but we'll give it the old college try!

Dear Editor:

The Dial "H" For Hero concept is very exciting, and the first issue was very well done, but could you answer some questions for me? How many heroes have you received? How many of those will you be using? And how long does it take between the time you receive a hero and the time it will be seen in Dial "H"?

I think the answers to these questions would be of interest to your readers.

J.P. Thill
292 S. College St. #3
Monmouth, OR 97361

So do we, J.P., which is why we're printing your letter! We have no exact count on how many proposed heroes and villains we've received, but the number is already in the high hundreds, and rising toward 1,000! We'll use as many good, original characters as we can, and you readers have already sort of plenty! As to the time gap, that's another matter. Sometimes, Len and Marv discover a character they'd like to use, but who is too similar to another character they've used recently, so they file him/her away for a few months! In other words, there's no real way of telling. But rest assured, if your character is used, you'll be notified!

Dear Sirs

Dial "H" For Hero has tremendous potential! In this issue, Marv Marv Wolfman got the ball rolling successfully with an appealing premise for Chris and Vicki. However, Carmine's Vicki was inconsistent: she was sometimes beautiful, and sometimes ugly! The heroes and heroines demonstrated far ingenuity at its best. Normally, I'm certain that many loyal comic fans become frustrated artists and writers. Here, they can strut their stuff for a t-shirt and some recognition. Is this how Marty Pasko and Bob Rozak's got started?

Kevin W. Fischer
1711 Black Oak Lane
Silver Spring, MD 20910

They're not telling, Kevin, but many DC staffers have told us they wished Dial "H" was around when they were kids!

Dear Editor

Thank you for Dial "H" For Hero. The preview was good, but the first issue was great. The artwork is terrific. Carmine Infantino is one of the all-time greats, and Larry Mohlstedt and Dennis Jensen are both talented newcomers.

I enjoyed the first story. To Save a World the most. The Flying Buttress and G.L.U.N.K. make a good team (as do Chris and Vicki, of course). And those Gordonians sure get around. Of the new heroes, I liked Windsong the best, and I hope we get to see The Silver Fog again.

I sure hope you print this letter so I can see my name on the letters page, but soon I hope to see my name on the inside of the comic next to my creation!

Dave Burns
Walnut Creek, CA

That's the spirit, Dave, and we think you—and all potential Dial "H"-ers—will be glad to know that no already-used heroes or villains will be repeated, thus making more room for new characters! Don't just sit there, create!

DIAL "H" UPDATE When submitting a character to Dial "H" For Hero, please remember to fill out the release *entirely* including your full address—with your street, state and zip code—and be sure both you and your parents, if you're under 18, have signed the release (not just printed your names)! If you don't want to tear up your precious DC comic, you can use a copy or duplicate the information on another piece of paper, but we must have *all* the info on the release! Okay? Okay! (And don't forget to include your shirt size, as well!)

Dear Marv and Carmine

I must admit that you were right—comics will never be the same again! I just loved Megaboy, Sunspot and the Flying Buttress, but G.L.U.N.K. really killed me. The concept of a starship called G.L.U.N.K. is totally ridiculous.

What I—and many other Dial "H" For Hero fans—would love to see is Chris and Vicki team up with the original Dial "H" kid, Robby Reed and his girl friend, Suzy. It would be really super to have 4 dials instead of just one. Maybe you can do this for issue #500? I would also like to see the return of Dial "V" For Villain. See you next issue!

Graham Wong
35 46 33 St.
Long Island City, NY 11106

The question of what to put in *ADVENTURE* #500 has come up, G.W., but since just mentioning it around Marv and Len causes them both to faint, we can't let you in on what they have planned. We have every confidence, though, that it will be well worth buying, and that our dialing duo will be represented in those pages (How's that for understatement?).

Dear Editor

The full origin of the "H" dials has yet to be told, and should make a story by itself. We know that they were put there for the purpose of Chris and Vicki finding them, but will we ever know who or what put the dials there and guarded them for the two teenagers?

Brad Horning
190 Dillman Rd
Kelowna, B.C.
Canada V1X-1T7

Your guess is as good as ours, Brad! We asked Marv, but he just grinned, reached for his own "H" dial, and turned into a clam! He's got ideas, but he's not telling!

SUPERMAN

THE WORLD'S
GREATEST
SUPER-HERO
IN MONTHLY SOLO ACTION!
NOW ON SALE!

SUPERMAN
STARRING
ACTION
COMICS

HE WANTS THE MOST DANGEROUS
GAME OF ALL AND SHOULD HE
SUCCEED IN THIS DAY'S HUNT

CHRISTOPHER KING AND VICTORIA
GRANT WILL FINALLY MEET THEIR
MAKER!

BEWARE THE
WILDEBEEST
MY SON!

THE
HERO



KENYA, AFRICA. THE SOMBER
GUARDS STAND STILL BEFORE
THE GREAT STEEL FENCE WHICH
PROTECTS THOUSANDS OF ACRES
OF WILDLIFE

BUT ALL TOO SOON THEIR
PEACE WILL BE ENDED--

IN SILENCE, HE CUTS THROUGH
THE PRESERVE. HIS SPECIALLY-
CONSTRUCTED RIFLE ALIGNS AT
THE READY

KENYA GAME PRESERVE
NO HUNTING PERMITTED
BY LAW

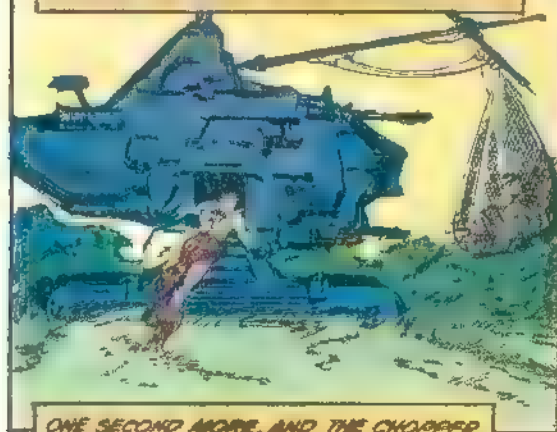
WITHIN THIS GOVERNMENT-
SECURED LAND, ANIMALS
CLOSE TO EXTINCTION ROAM
IN FREEDOM

--ENDED BY THIS MAN, WHO
RESPECTS NEITHER THE LIVES
OF THESE INNOCENT ANIMALS NOR
THE LIVES OF HIS FELLOW MAN.

THEN, SUDDENLY HE SEES--THE
CAPE MOUNTAIN ZEBRA.
HEARTLESS, HE FIRES



SECONDS LATER, A SILENT HELICOPTER DESCENDS TO THE GRASSY KNOLL. A NET ENCIRCLES THIS MAGNIFICENT BEAST, AMONG THE LAST OF HIS KIND.



ONE SECOND MORE, AND THE CHOPPER RISES, VANISHING INTO THE NIGHT.

IT WENT AS SMOOTH AS SILK... AND NOW I'VE GOT THE LAST OF A DYING BREED!

IT'S JUST AS I TOLD YOU-- WHATEVER THE WILDEBEEST WANTS--THE WILDEBEEST GETS!

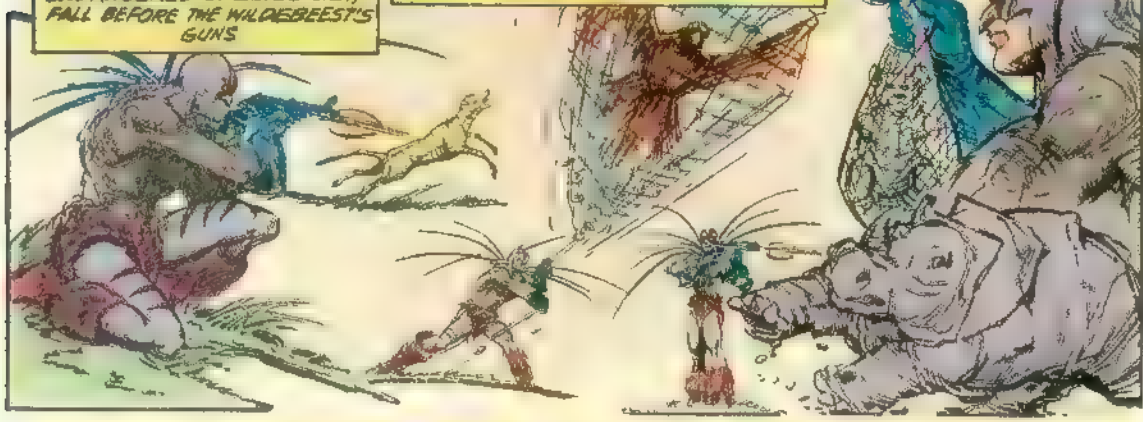


THE WILDEBEEST was created by JOHN HERBERT, Age 15, Wyomitskill, N.Y.

FOR THE NEXT THREE MONTHS, THIS GRUESOME SCENE IS CONSTANTLY REPEATED. ANIMALS, ALL ON THE ENDANGERED SPECIES LIST, FALL BEFORE THE WILDEBEEST'S GUNS.

THE THYLACINE FROM TASMANIA, THE MAGNIFICENT BURMESE TAPIR, THE FILIPINO MONKEY-EATING EAGLE... EVEN THE TRUE CHINCHILLA FROM THE MOUNTAINOUS ANDES AND THE SUMATRAN RHINO...

MANY ARE KILLED OUTHRIGHT, OTHERS MYSTERIOUSLY VANISH FROM SIGHT.



AND, AFTER THREE DAYS IN THE WILDS OF AN UNTAMED AUSTRALIA...

MATEY, THE BLOOMIN' WILDEBEEST JUST TOOK OFF...YEAH, 'E BAGGED 'IMSELF A TASMANIAN DEVIL, 'E SURE DID.

BY TH' BY, 'IS FLIGHT PLAN SAYS AMERICA... A RUDDY LITTLE TOWN CALLED FAIRFAX, SO 'E'S YER PROBLEM NOW, MATE.



GOOD RIDDANCE TA BAD RUBBISH, I SAY!

AND, ABOARD HIS PRIVATE JET, THE WILDEBEEST RELAXES, THINKING OF THE HUNT STILL TO COME.



FAIRFAX GENERAL HOSPITAL, EARLY THE NEXT MORNING...

...BUT I WORRY ABOUT YOU, GREG... WORRY WHAT WILL HAPPEN WHEN YOU RETURN TO THE FORCE.

WE'VE ALREADY DISCUSSED THIS, HONEY. MY WORK IS TOO IMPORTANT TO ME TO GIVE IT UP.

BUT, DAD... THAT BULLET ALMOST KILLED YOU. IT COULD HAPPEN AGAIN.

I'M A POLICEMAN, GARY... THERE ARE CERTAIN RISKS INVOLVED... BUT I'VE LEARNED TO ACCEPT THEM... AND YOU'VE GOT TO TRY TO DO THE SAME.

I CAN UNDERSTAND DAD, GARY... HE'S COMMITTED TO HELPING OTHERS... WE SHOULD ALL CARE THE WAY HE DOES.

DAD, I'VE GOT TO GET GOING... SCHOOL STARTS IN ABOUT TEN MINUTES. COMING, GARY?

YEAH, I GUESS SO.

AND...

... I DON'T KNOW, CHRIS, I'M JUST SO WORRIED ABOUT DAD. NEXT TIME HE MIGHT NOT BE SO LUCKY...

I KNOW. I WORRY ABOUT HIM, TOO, BUT WE CAN'T CHANGE HIS MIND, AND BEING A DETECTIVE IS ALL THAT HE WANTS.

WE'VE ALL GOT TO LIVE WITH IT, GARY. HEY, SEE YOU TONIGHT.

ROGER! WAIT UP FOR ME!

HEY, CHRIS... COMON, M'AM, WE'RE ALMOST LATE!

AND, IN HOMEROOM SEVERAL MINUTES LATER...

HAROLD KANE?

HERE!

BRADFORD MANN?

BRADFORD MANN? HAS ANYONE SEEN BRADFORD?

UH, MRS. STRICKLY, MY DAD KNOWS BRAD'S DAD... HE SAYS BRAD RAN AWAY YESTERDAY 'CAUSE HIS FOLKS ARE GETTING DWORCED.

IT'S PROBABLY BRAD'S DAD'S FAULT, I MEAN. MEN ARE ALWAYS CAUSING ALL THE PROBLEMS.

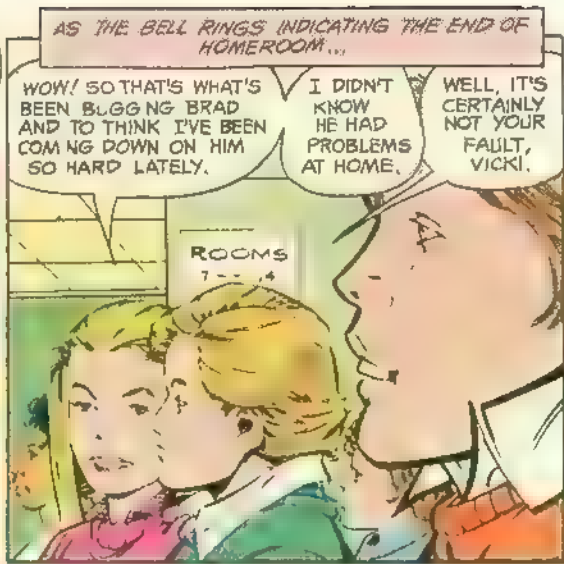
MISS NASH, WE ALL KNOW OF YOUR INFATUATION WITH WOMEN'S LIBERATION, BUT THESE SITUATIONS ARE RARELY THE FAULT OF ONE PARTY.



AND THEY ARE CERTAINLY NOT TO BE DISCUSSED BY THOSE UNKNOWING OF ALL THE FACTS

IF THE MANNS ARE HAVING PERSONAL PROBLEMS, THEY SHOULD REMAIN PERSONAL

WELL, I STILL THINK IT'S PROBABLY HIS DAD'S FAULT

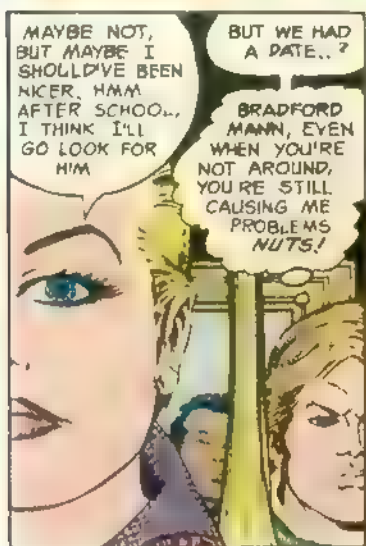


AS THE BELL RINGS INDICATING THE END OF HOMEROOM...

WOW! SO THAT'S WHAT'S BEEN BUGG'NG BRAD AND TO THINK I'VE BEEN COM'NG DOWN ON HIM SO HARD LATELY.

I DIDN'T KNOW HE HAD PROBLEMS AT HOME.

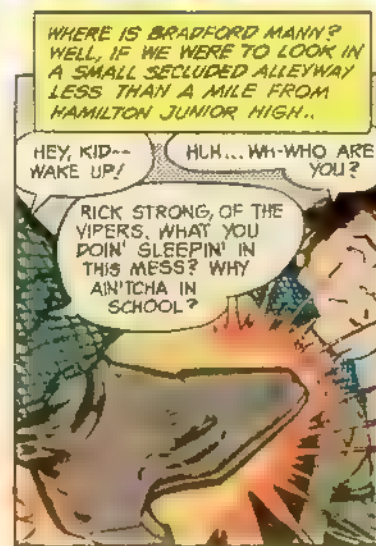
WELL, IT'S CERTAINLY NOT YOUR FAULT, VICKI.



MAYBE NOT, BUT MAYBE I SHOULD'VE BEEN NICER. HMM AFTER SCHOOL, I THINK I'LL GO LOOK FOR HIM

BUT WE HAD A DATE..?

BRADFORD MANN, EVEN WHEN YOU'RE NOT AROUND, YOU'RE STILL CAUSING ME PROBLEMS NUTS!



WHERE IS BRADFORD MANN? WELL, IF WE WERE TO LOOK IN A SMALL SECLUDED ALLEYWAY LESS THAN A MILE FROM HAMILTON JUNIOR HIGH...

HEY, KID-- WAKE UP!

HUH... WH-WHO ARE YOU?

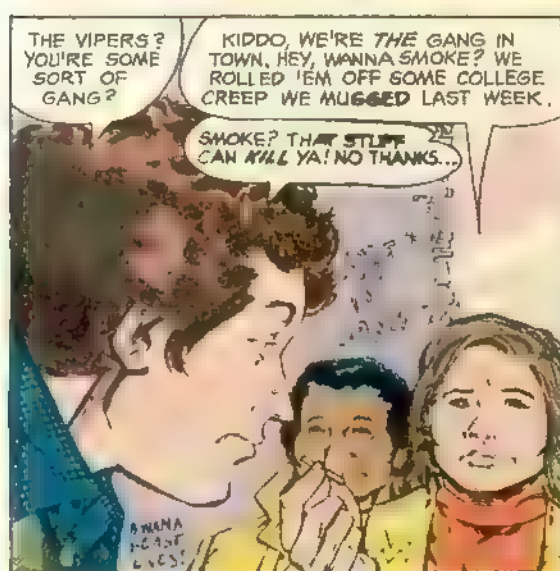
RICK STRONG, OF THE VIPERS. WHAT YOU DOIN' SLEEPIN' IN THIS MESS? WHY AIN'TCHA IN SCHOOL?



WHAT'S IT TO YOU, STRONG? AND WHY AREN'T YOU IN SCHOOL?

I TOLD YA, PUNK-- I'M A VIPER, AN' WE VIPERS DON'T DIG SCHOOL.

I'VE BEEN RUNNIN' AWAY, SO MEBBE WE CAN HELP YA. YOU LOOK STRONG, AN' WE VIPERS ALWAYS NEED NEW MEMBERS.



THE VIPERS? YOU'RE SOME SORT OF GANG?

KIDDO, WE'RE THE GANG IN TOWN. HEY, WANNA SMOKE? WE ROLLED 'EM OFF SOME COLLEGE CREEP WE MUGGED LAST WEEK.

SMOKE? THAT STUFF CAN KILL YA! NO THANKS...



WELL, SUIT YOURSELF, ME, I DIG IT. MAKES ME FEEL ALL GOOD INSIDE, LIKE A REAL MAN...

...NOT LIKE THE KID MY OLD MAN USED TO CALL ME MAN, I HATED BEING CALLED A KID.

I MEAN, I'M GOIN' ON FIFTEEN IN TWO MONTHS. I'M A MAN... EVEN BETTER-- I'M A VIPER!

HOURS PASS, SCHOOL ENDS,
AND CHRIS' KING AND VICKI
GRANT SOON FIND THEM-
SELVES IN A FIELD TO THE
WEST OF TOWN...

I GUESS
THE POLICE
CAN FIND
BRAD BETTER
THAN I COULD
...AND BESIDES,
IT'S ABOUT TIME
WE STARTED
PRACTICING
USING OUR
POWER-DIALS.

WHY BOTHER,
VICKI? WE
HAVEN'T
LOST A
FIGHT
YET

YEAH, WE'VE BEEN LUCKY, BUT
SOME DAY WE'RE GOING TO
FIGHT SOMEONE WHO'S BETTER
THAN WE ARE! AND WE'D BETTER
BE PREPARED!

AND ONCE AGAIN HER
SHAPE CHANGES.

HEY, NOT AT ALL BAD.
YOU KNOW, CHRIS, I
STILL HAVEN'T GOTTEN
OVER CHANGING FROM
A KID INTO AN ADULT--
IN SECONDS. BUT I
LIKE IT!

WHO
ARE
YOU
THIS
TIME,
VICKI?

VICKI REACHES FOR THE PENDANT
HANGING ABOUT HER NECK, AND
DIALS THE LETTERS H-E-R-O..

WELL, I'VE GOT ENERGY
POWERS, AND I CAN FLY...
LIKE THAT FARY IN SHAKESPEARE'S
PLAY.. YOU KNOW-- ARIEL!

ONE LOOK AT ME AND YOU
KNOW WHAT I'VE BECOME--
I'M **GLADIATOR**!

WHAT NOW? CHRIS,
DON'T YOU KNOW WHY
I BROUGHT YOU
OUT HERE--?

SO WE'RE
OUR
SUPER-SELVES.
WHAT NOW?

ARIEL was created by
FRANCISCO GARCIA,
Age 14, Salem, Or

GLADIATOR was created by
JEFF ZONDER, Age 11,
ERICA ZONDER, Age 10,
JOSH GUBKIN, Age 10 &
JENNY GUBKIN, Age 7,
Farmingham Hills, MI.

THIS IS WAR--
DEFEND
YOURSELF!

WHAT? VICKI, WHAT
DO YOU THINK YOU'RE
DOING?

BUT YOUR GUNNY,
WHY KNOWN AS
APHEL, IS SILENT
AS SHE UN-
LEASHES A
FLEETLY MAN OF
ENERGY BLASTS...

WHICH THE GLADIATOR COUNTERS WITH AN
INSTINCTIVE THRUST OF HIS SORCERY-
SPAWNED SWORD

WHATEVER YOU'RE
UP TO, IT WON'T MAKE
ANY DIFFERENCE

MY POWER SWORD CAN
TAKE CARE OF YOUR
ENERGY BLASTS--JUST AS

IT CAN
TAKE
CARE
OF
YOU!

PERFECT, CHING.
YOU DID IT! SEE, I
TOLD YOU PRACTICE
WOULDN'T HURT

SWEESH, YOU MEAN
THAT WAS A TEST?
YOU SCARED ME
HALF TO DEATH!

AND I THOUGHT
MRS. STRICKLY
WAS BAD!
MAN, OH, MAN!

THEY CONTINUE TO WORK OUT, THEN

SUREN? VIKKI,
WHAT'S GOING
ON?

POLICE CARS AND THEY
SEEM TO BE IN A RUSH

BUT THERE'S NOTHING
IN THAT DIRECTION--
EXCEPT THE ZOO
AND THAT SAME
PERSERVE!

WELL, LET'S CHECK IT OUT,
PARTNER... IF THERE'S SOME-
THING BAD GOING DOWN, WE
MIGHT BE NEEDED!

HEY, CAREFUL
WITH THE
MERCHANDISE
I ONLY RENTED
THIS SKIN FOR
AN HOUR

SHUCKS! AND
IT'S SUCH AN
IMPROVEMENT
OVER YOUR
OLD ONE

THE GUARDS ARE UNCON-
SCIOUS AS WILDEBEEST
SILENTLY STALKS THROUGH
THE FIELDS OF A PRIVATE
GAME PRESERVE OUTSIDE
THE FAIRFAX ZOO...

THERE IT IS... THE
BLACK-FOOTED FERRET
NOT MANY OF THEM
LEFT THESE
DAYS.

THAT
MAKES
'EM
WORTH
A MINT!

TRANQUILIZER
DART SHOULD
KEEP HIM QUIET
TILL I GET HIM
BACK TO MY
PLACE!

CHRIS, DOWN
THERE... LOOK!
THAT MAN, HE'S
SHOOTING ANIMALS!

YE GODS!
HE'S CRAZY!
HE'S GOT TO
BE STOPPED!

BUT...

WHAT IS
THIS? TWO
COSTUMED
PEOPLE... ATTACK-
ING ME?

AMERICAN
SUPER-
HEROES,
NO DOUBT.
I'VE READ
ABOUT
THEM!

THEY NO DOUBT
SEEK TO STOP ME.
WELL, LET THEM
TRY THEIR BEST--

--BUT I
SWEAR
IT WILL
DO THEM
NO GOOD!

THE
WILDEBEEST
WILL DESTROY
THEM WHERE
THEY STAND!

SPTOOOM!

STAND BACK, GLADIATOR...
MY ENERGY BLASTS ARE
BETTER SUITED FOR THIS
FIGHT!

ONLY
IF YOU
CAN HIT
ME WITH
THEM, WOMAN--

BUT THE
WILDEBEEST
IS FASTER
THAN ANY
ANIMAL!

FASTER, STRONGER,
AND MORE CUNNING
THAN ANY ANIMAL
AS WELL!

AGGHHH!

ARIEL!!

YOU MADMAN, IF
YOU'VE HURT HER,
SO HELP ME I'LL
MAKE YOU SUFFER!

AFTER WHAT HAPPENED
TO MY DAD, I COULDN'T
CONTINUE IF VICKI
WERE HURT, TOO.



CHILDREN, LASHING OUT
BLINDLY AT YOUR PREY.

WILDEBEEST IS
NO MERE NOVICE--



--AND HE ALWAYS GETS
WHAT HE WANTS./

EH? THOSE SIRENS...
THE POLICE HAVE
FOUND ME?



CONTINUE ANOTHER DAY,
BUT I SWEAR THIS,

AGAIN, NOTHING
SHALL SAVE YOU!



IN SECONDS, POLICE CARS SCREECH

BLAST!
HE GOT AWAY!
MAN, THAT CREEP
HAS MORE LUCK
THAN A CAT
HAS LIVES!



AND WHAT HAVE
WE HERE? JUST
GREAT...SUPER-
HEROES. JUST
WHAT I NEED.

HEY, HOT SHOTS,
THAT JERK HURT
YOU?

HEY, HOT SHOTS,
THAT JERK HURT
YOU?



HEY, HOT SHOTS,
THAT JERK HURT
YOU?

HEY, HOT SHOTS,
THAT JERK HURT
YOU?



HEY, HOT SHOTS,
THAT JERK HURT
YOU?

HEY, HOT SHOTS,
THAT JERK HURT
YOU?

WRONG, BEAUTIFUL...
IT MAKES A LOT OF
SENSE IF YOU'RE
THIRSTED AND GREEDY!

YOU SEE, THE WILDBEEST
EXPECTS TO MAKE A
TIDY PROFIT KIDNAPPING
VIRTUALLY EXTINCT
ANIMALS.

TAKE THAT FERRET, OR
THE WOOD BISON, OR ANY
OTHER ANIMAL THAT'S
DOWN TO A PRECIOUS FEW...

THERE ARE AGENCIES
THAT WILL PAY FOR
TUNES TO MAKE
SURE THE WILDBEEST
DOESN'T KILL OFF THE
LAST EXISTING SPECIES.

SOME ANIMALS
ARE DOWN TO LESS
THAN A HUNDRED
THAT CREEP KIDNAPS
ALL HE CAN KILL
WHATEVER HE CAN'T
CAPTURE.

SO HE OWNS
THEM ALL--
HE CAN
CHARGE
WHATEVER
HE WANTS.

AND, YOU
KNOW THE
RUB OF IT?
WE CAN'T
REALLY DO
A BLASTED
THING

IF WE CAPTURE HIM, WE
STILL DON'T KNOW WHERE
HE HIDES THOSE ANIMALS
HE'S TAKEN.

THEY'LL DIE...AND
WHEN THEY DO, THOSE
CREATURES WILL BE
EXTINCT--GONE FOR
EVER. CRYIN' SHAME
ISN'T IT?

SO HE GOES
SCOT FREE
'CAUSE OUR
HANDS ARE
TIED, AH--HEY,
I JUST GOT
ME A REAL
WASTY IDEA.

I'M FINALLY
GONNA PUT YOU
SUPER-HERO
TYPES TO REAL
WORK. C'MON
WITH ME.

NO WE
CAN'T

IF YOU WANT OUR
HELP, LEAVE A
MESSAGE AND
INSTRUCTIONS ON
THE DESK OF
DETECTIVE GREGORY
KING...IN PARRAUX
...WE'LL PICK
IT UP THERE.

RIGHT NOW,
WE'VE GOT
AN URGENT
APPOINTMENT
--ELSEWHERE!

WELL, IF THAT
DON'T BEAT ALL.
HAYBROW, LET'S
GET BACK TO
TOWN. I GOTTA
TYPE UP A
BLASTED
LETTER.

SHEESH!
THESE
SUPER-
HEROES.
THEY GET
MORE UPPITY
EVERY DAY

LIFE SAVERS

LOTS OF FUN AND FLAVORS!

Hey Kids!

Win a Year's Supply of Life Savers® Candies!

You could be one of 100 winners! Here's how: On a sheet of paper, write in a few words why you like delicious Life Savers® Roll Candy and Lollipops and tell us what your favorite flavors are. Print your name, address and zip code. Read the rest of the rules below and mail entries to: **Life Savers Sweepstakes,** P.O. Box 2335, Westbury, NY 11591.

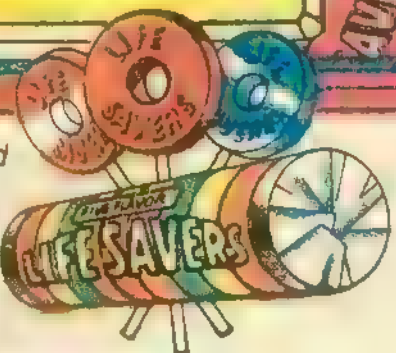
No purchase necessary. Entries must be received by Sept 30, 1981. Winners will be determined in random drawings from among all entries received. For a list of winners, send a stamped, self-addressed envelope to: Life Savers Winners, P.O. Box 2380, Westbury, New York 11591. Each prize consists of 320 rolls of Life Savers Roll Candy plus 144 Life Savers Lollipops. All prizes will be awarded Nov. 1, 1981 and winners notified by mail. Prizes are not transferable or exchangeable. Offer open to all U.S. residents except employees and their families of Life Savers, Inc., its advertising and judging agencies. Void where prohibited.

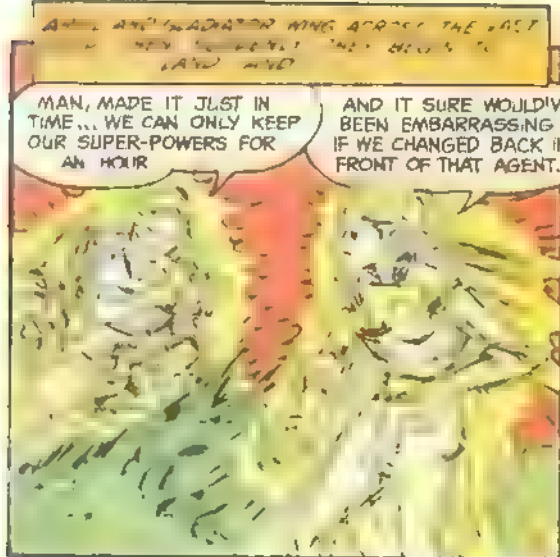


Enter the Life Savers Sweepstakes!
Win a year's supply of candy and lollipops!

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*Life Savers Roll Candy and
Lollipops.
Lots of flavors for you,
and lots of fun things
to do!*





AND AFTER A WHILE ACROSS THE EAST
THEY WERE LEFT ONLY BLACK AND
WHITE

MAN, MADE IT JUST IN
TIME... WE CAN ONLY KEEP
OUR SUPER-POWERS FOR
AN HOUR

AND IT SURE WOULD'VE
BEEN EMBARRASSING
IF WE CHANGED BACK IN
FRONT OF THAT AGENT.



AGENT AND PARTISAN DISTRESS
THEY WERE LEFT ONLY BLACK AND
WHITE

POLICE CARS ARE PARKED
OUTSIDE THE PRESERVE...
WAITING FOR ME, PROBABLY

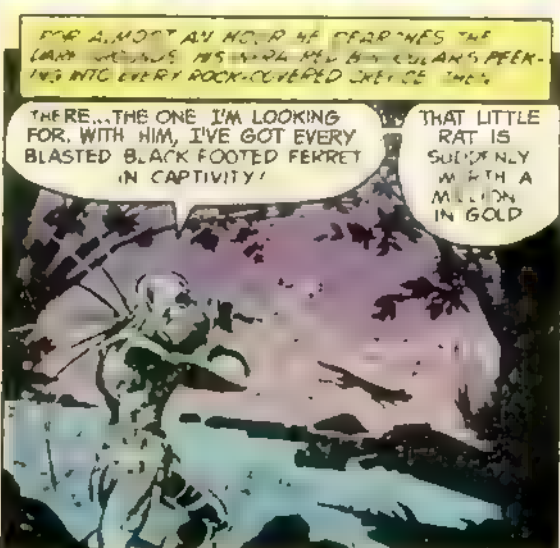
ONLY THEY DON'T
KNOW I'M JUST
AS READY FOR
THEM.



THEY MAKE A
SINGLE MOVE AND
I TAKE OFF SAFE
AND SOUND...

JUST GOTTA
FLY LOW TILL
I FIND THAT
FERRET.

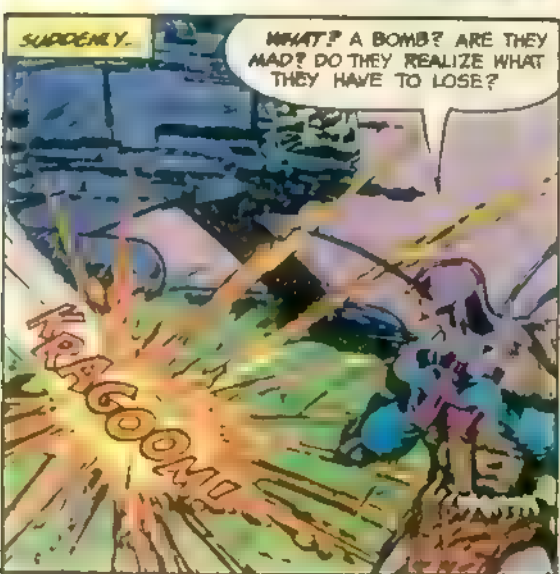
THEN
TEACH
EM A
LESSON
THEY'LL
NEVER
FORGET!



FOR A MOMENT AN HOUR HE FEARS THE
LAW WOULD BE WITHIN HIS REACH AND
FEELING INTO EVERY ROCK-COVERED CREEK

THERE...THE ONE I'M LOOKING
FOR. WITH HIM, I'VE GOT EVERY
BLASTED BLACK FOOTED FERRET
IN CAPTIVITY!

THAT LITTLE
RAT IS
SUDDENLY
WORTH A
MILLION
IN GOLD



SUDDENLY.

WHAT? A BOMB? ARE THEY
MAD? DO THEY REALIZE WHAT
THEY HAVE TO LOSE?



NO, IT'S NOT THE
POLICE, NOT EVEN
THOSE TWO CREEPS
I FOUGHT BEFORE.
SO--WHO ARE THEY?

YOU HEAR
THAT, WHITE?
HE DOESN'T
KNOW US!

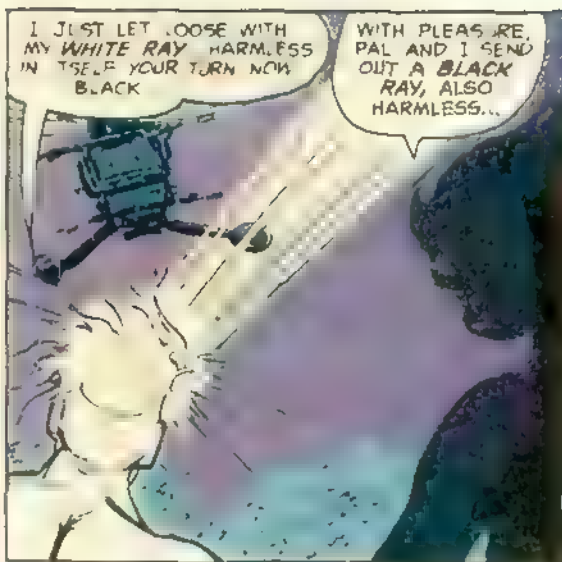
THEN LET'S
MAKE SURE
HE LEARNS--
AND FAST! EH,
BLACK?

BLACK and WHITE were created by
WAYNE HASTINGS, Age 13, Cantonment, Fla.



HE'S COMING WHITE
YOU KNOW WHAT TO
DO?

SURE DO BLACK.
OUR D'JO BEAMS!



I JUST LET LOOSE WITH
MY WHITE RAY. HARMLESS
IN TSELF YOUR TURN NOW
BLACK

WITH PLEASE RE,
PAL AND I SEND
OUT A BLACK
RAY, ALSO
HARMLESS...



UNTIL OUR BEAMS
MEET!

BOOM!



YOU TWO HAVE
HAD YOUR LITTLE
FUN. BUT IT'S
MY TURN NOW.

AND, WHERE
YOU MISSED
ME... I
PROMISE
I'LL NOT
MISS YOU!



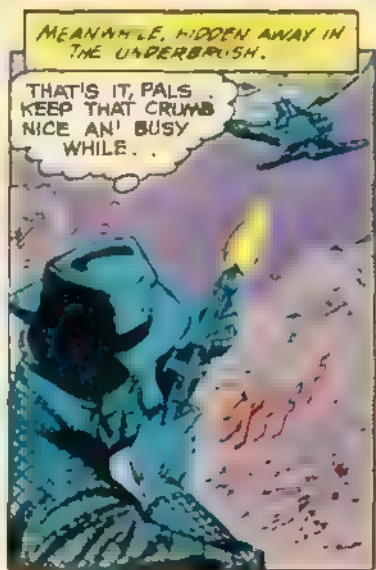
WIDE SWEEP--
AND HURRY!
THOSE MISSILES
ARE CLOSING
IN.

NOTHING TO
IT, BLACK.
OR DO YOU
FORGET, I'M
AN EXPERT
AT "MISSILE
COMMAND"!



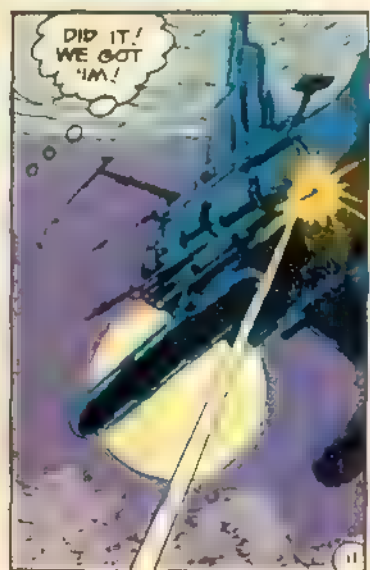
AND YOU THOUGHT I WAS
WASTING MY TIME PLAYING
THOSE COMPUTER GAMES,
HAH!

BOOM!



MEANWHILE, HIDDEN AWAY IN
THE UNDERBUSH.

THAT'S IT, PALS
KEEP THAT CRUMB
NICE AN' BUSY
WHILE.



DID IT!
WE GOT
'IM!

AND SECONDS
LATER, ALERTED
BY KING
FARADAY'S
SECRET SIGNAL

WEEOOOWEEOOOWEE

WHAT? THOSE POLICE
CARS...THEY ACTUALLY
WANT TO ARREST ME?
THOSE FOOLS!

WELL, LET
THEM KEEP
THEIR BLASTED
FERRET--

--THEY'LL STILL
SUFFER... WHEN
ALL THE REMAINING
BLACK-FOOTED
FERRETS WIND
UP DEAD ON
THEIR DOORSTEP

WHAT
GOOD WILL
THE ONE THEY
RESCUED
DO THEM
THEN?

THEY'LL LEARN--
THE WILDEBEEST
WILL NOT BE STOPPED
AGAIN!

HE'S GOING... PROBABLY
RETURNING TO HIS
AFRICAN HOME NOW.
YOU GUYS DID GOOD...
ONLY YOU STILL HAVEN'T
EXPLAINED WHAT HAPPENED
TO THOSE OTHER TWO
SUPER-HEROES?

THEY PASSED THEIR
ASSIGNMENT TO US...
WE'RE ALL SORT OF,
UHH... MEMBERS OF
THE SAME CLUB.

BUT WHAT ABOUT THE
WILDEBEEST... IS HE
REALLY GOING TO
GET AWAY?

MAN, LIKE I
TOLD YOU IN MY
LETTER... YOU KEPT
HIM BUSY AND I
ATTACHED A TINY
TRANSMITTER TO
HIS CHOPPER...

THIS TIME WE'LL
BE ABLE TO
TRACE HIM...
RIGHT BACK
TO HIS
ROOST.

THANKS TO
YOU

BY TOMORROW
NIGHT, THE
WILDEBEEST
WILL BE OUTTA
ACTION - FOR
GOOD! AND ALL
HIS GOLEM
ARMIES RE-
TURNED TO THE
FERNETES...

WHO IS MR
NEGATIVE? WILL
ANYONE BELIEVE
THE PUPIL?
WHAT IS THE
SECRET OF THE
BOUNTY HUNTER?
YOU'LL LEARN
ALL THIS AND
MORE --
NEXT ISSUE!

THE END

NOW YOU CAN



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I am submitting the attached work to DC Comics' Dial H For Hero to be considered for possible publication. I understand that my work may or may not be published at DC's sole discretion, and that in either case, this submission is irrevocable. I also understand that the work, all rights in the work, and in its ideas, characters, and story, if any, become, upon submission, the exclusive property of DC Comics, and that DC owns all rights, including copyright throughout the world, in and to the work (which has been specially commissioned as a "work made for hire" under the US copyright law), and DC can use and/or authorize the use of the work in any way, and in any media, without further compensation to me.

I assert that the work is wholly original and that I have not submitted it to anyone else. I also understand that the work will not be returned.

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If I am under eighteen (18) years of age, my parent or legal guardian will also sign this release form.

My Signature _____ My Age _____ Signature of my Parent or Legal Guardian _____

HOW OLD ARE YOU? _____

WHAT SCHOOL DO YOU GO TO? _____

DO YOU HAVE ANY BROTHERS? _____

ANY SISTERS? _____

HOW OLD ARE THEY? _____

DO YOU HAVE ANY PETS? _____

WHAT ARE THEIR NAMES? _____

WHAT ARE YOUR FAVORITE SPORTS? _____

YOUR FAVORITE INTERESTS? _____

WHAT OTHER BOOKS DO YOU READ? _____

WHAT IS YOUR FAVORITE TV SHOW? _____

WHAT RECENT MOVIES HAVE YOU SEEN? _____

WHAT IS YOUR FAVORITE DC COMIC? _____

HOW MANY DC COMICS DO YOU BUY A MONTH? _____

WHERE DO YOU BUY YOUR DC COMICS? _____

WHAT IS YOUR T-SHIRT SIZE? _____

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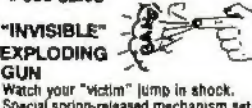


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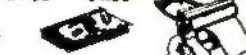
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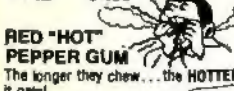
MONEY MAKER
Insert a blank piece of paper into the
machine... Presto... from the other
side comes a previously hidden REAL
DOLLAR BILL! A great magic trick.
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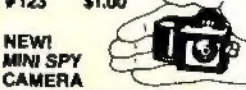
EXPLODING PEN
#664 \$1.75



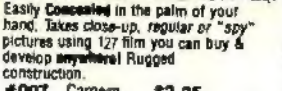
"FAKE" VAMPIRE BLOOD
Looks like real blood!
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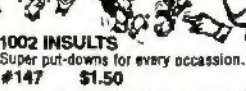
**RED "HOT"
PEPPER GUM**
The longer they chew... the HOTTER
it gets!
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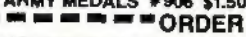
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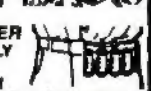
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